

MAGIC SUPPLEMENT FOR GURPS

Note: This net book was compiled and edited by Claude Bourque bourqueclaudio@hotmail.com from various sources. It is dedicated to my wife who endures my long gaming sessions. I hope this will be a useful tool to others. Have fun! Last update July 25, 2001.

<i>Optional rules</i>	2
Extended Magery	2
Magery Levels	2
Magery prerequisites levels	3
Cantrip & minor spells	3
Gesture and incantation	3
New Advantages & Desadvantages	4
Advantages	4
Disadvantages	4
<i>Magic systems</i>	5
Magic Languages	5
Introduction	5
Sample languages	5
Hârn magic system	7
Introduction	7
Shek-Pavar convocations:	7
Advancement in the Shek-Pvar	8
Improvised Magic and Rune-Magic	8
New Spells	9
Alchemists and Apothecaries	9
Willpower Clerical Magic System	10
I. Learning Spells	10
II. Casting Spells	11
III. Modifying the casting process (optional)	11
Example of Clerical Spellcasting	12
<i>Spell materials</i>	13
Spell Ingredients	13
Spell Components	13
Effectiveness	13
Price	14
Sample components & effects	14
Mana Drugs	16
Sample drugs	16
<i>Spell creation</i>	17
Spell Research	17
Step 0 -- Initial Concept	17
Step 1 -- Conception Roll	17
Step 2 -- Working Model Roll	18
New research skill	20

OPTIONAL RULES

Extended Magery

Optional rule by Sean M. Punch. Copyright © 1997

Normally, the Magery advantage stops at level 3. In a high-powered campaign, however, it may be desirable to allow Magery 4+. The following is an optional rule for such "extended Magery".

First, the ability to cast spells in low and normal mana areas, sense permanent magical items on an IQ roll, read scrolls, use "mage-only" items and sense changes in mana level becomes a separate 5-point advantage called "Magical Sensitivity". This is obvious to anyone using an Aura spell, and prohibits you from having Magic Resistance. It gives no IQ bonus to learn spells and does not allow you to learn spells that require Magery 1+. Magical Sensitivity then becomes the prerequisite for actual levels of Magery, which are now treated like racial attribute bonuses; i.e., they use the usual attribute cost progression. So Magery 1, 2 and 3 are treated as +1, +2 and +3 attribute bonuses and cost 10, 20 and 30 points respectively. Adding the 5 points required for Magical Sensitivity brings the total cost to 15, 25 and 35 points -- just as in *GURPS Basic Set*. This leads to the following cost progression:

Magery Levels	Point Cost
No Magery	0
Magical Sensitivity	5
Magery 1	15
Magery 2	25
Magery 3	35
Magery 4	50
Magery 5	65
Magery 6	85
Magery 7	105
Magery 8	130
+1 Magery	+25

One's Magery bonus adds to spell levels, the IQ roll to detect magic, Thaumatology skill, et cetera as usual. Magery also fulfils prerequisites, and mages may develop spells that require Magery 4+ as a prerequisite.

Options

Magery can be improved: Higher levels of Magery can be purchased after character creation for twice the cost difference, as if it were an attribute. E.g., going from Magery 3 to Magery 4 would cost 30 points.

Spells limits can be exceeded: Each level of Magery above Magery 3 allows a mage to exceed the usual fatigue limit of a spell by one increment. For instance, a mage with Magery 7 (4 "extra" levels) can spend 18 fatigue to cast a PD 9 Shield spell, spend 7 fatigue to create a 7d Fireball, or spend 8 fatigue to heal 16 points of injury with Major Healing.

Magery prerequisites levels

Copyright 1997, T. Bone, tbone@io.com. All rights reserved.
This optional rule was Updated to v1.01 October 1999.

For each level of Magery below that required to learn a spell, give the learner a -5 to Magic and spell skill with regards to that spell. The Magery 1 wizard could learn a Magery 2 spell, but at -5 skill. So go ahead and learn those spells they told you couldn't handle! With something as infinite as magic, shouldn't grim determination be able to overcome limitations?

Cantrip & minor spells

Optional rule by Scott Geyer, Copyright 1999. Last Revision: 5/14/1999

Cantrips are spells that have little measurable effect on game play. They may be spells that clean the room, are minor illusion, provide for basic needs or simply have so few uses in normal play that they may seem useless to most PCs. Cantrip Magery allows PCs to learn these minor spells with only one-half point instead of the normal minimum of one point. Cantrips are taught at schools that teach general magery: the basics of magic. Magi don't have to learn the spells, but they can be handy in mundane situations. The spells allowed come from almost every college. They are: Body Control: Haircut, Alter Voice, Itch, Odor, Spasm, Tickle and Perfume. Elemental Air: Seek Air and Purify Air. Elemental Fire: Ignite Fire and Extinguish Fire. Elemental Water: Seek Water and Purify Water. Food College: Test Food and Preserve Food. Illusion: Simple Illusion and Sound. Light and Darkness: Light. Making and Breaking: Clean, Restore and Knots.

Gesture and incantation

House rule by Claude Bourque

Normally a spellcaster will be assumed to be using the normal gesture and incantation levels, which result in no Magical Will modifiers. The player may however declare an attempt to use different levels of gesture and incantation to cast a spell. The gesture and incantation levels may be chosen independently. Add together the modifiers and apply them to the Magical Will roll. If the Magical Will roll succeeds, also apply the same modifiers to the spell skill roll.

Gesture	Incantation	Effect
----------------	--------------------	---------------

Elaborate ritual; full arm and leg movement	Loud and clear	+2 to skill, double time
Extravagant. Full arm and leg movement	Normal	+1 to skill, double time
Normal	Loud and clear	+1 to skill, double time
Some gesture (normal)	A few words (normal)	No bonus / penalty
A couple of fingers	Speaks a word or two	-2 penalty
A couple of fingers	None	-3 penalty
None	Speaks a word or two	-3 penalty
None	None	-4 penalty, halve time

New Advantages & Desadvantages

New by Scott Geyer, Last Revision: 5/14/1999

Advantages

Magical Strength 3pts/level

Magical Strength confers fatigue points only usable for spell casting. Each level of this advantage is worth one extra point of mana that can be used. This allows mages that are weak in physical strength to call upon inner reserves of power. Magical Strength is drained before physical fatigue. It is replenished last during resting periods. Magical Strength can be purchased after character creation for the same cost per level.

Tattoo Magic Varies

This type of magical ability comes from having runes tattooed on ones body. The point cost of the magic depends on the runes. This magic is not limited to those with Magical Aptitude. For more information, see [Tattoo Runes](#).

Disadvantages

Addiction See p. B30

Mana drugs are often addicting. Mages that use these drugs on a habitual basis may become addicted to the substance. The costs for the addition is based on the price per dose and the relative scarcity of the product. Mana drugs are not illegal as few people other than magi even know of their existence.

MAGIC SYSTEMS

(MAGIC GROUPED BY COLLEGE)

Magic Languages

Optional rule Updated to v1.01 on October 1999 by T. Bone. Copyright 1997

Introduction

What if, instead of one "language of magic" used by all mages, magical tongues were as diverse as their linguistic cousins? In game terms, let each additional tongue be M/H or M/VH. If you use the Thaumaturgy skill to represent basic understanding of magic, that skill should naturally include one M/H tongue (probably the "common" one).

You can cast a known spell in presumably any one of many magical languages, using the lower of spell and magical language skill. That places a damper on one-spell wonders, and adds a little flavor to the game too -- "hmm, what tongue is he casting in?". But that alone isn't too interesting. So let each language have its own unique abilities, benefits, quirks, and drawbacks. Now things start getting fun! In a campaign with multiple magical languages, players will be running around trying to find a mage who can decipher the Ancient Thaumaticus on that scroll; sweating to learn the only tongue that can cast a Resurrection; and scratching their singed heads over what dialect their rival used to cast such big fireballs.

Sample languages

Here's how some magical languages might work in a campaign. Together with Colleges, they help create separate, distinct "Traditions" of wizards, akin to those from *White Wolf's Mage*. Enjoy.

Common Symbologia: M/H. The "basic" tongue, in which (some say) all other tongues have roots. All magical effects are as per **GURPS**.

Most mages learn the Symbologia, making it the "lingua franca" for ceremonial castings and the like. Many other languages can be understood or countered (if not necessarily used) at a -5 default from Symbologia.

Imperial Thaumas: M/H. This language is a jealously-guarded secret of court wizards; the difficulty of finding an experienced mage makes court magics hard to undo. It is rumored that the Thaumas reduce the energy needed for ceremonial magics, but are near-useless for individual castings - perfect for a paranoid Emperor who knows that no two wizards are likely to agree on how to do in their ruler!

Druid's Brogue: M/H. A sing-song tongue that adds +3 to Plant, Animal, and Elemental spells but cannot be used to cast spells of other colleges. The language

is also used as a secret spoken language among druids, and is rarely taught to non-believers.

Vox Magi: M/H. Spells are sung in this language; they never need hand or feet movement, but always require audible voice. Vox Magi level may not be higher than Singing skill. Any spell may be cast, but Sound, Mind Control and Making and Breaking (for breaking, not making!) spells can be cast at half fatigue if the caster sings for twice the normal casting time (min 2 seconds).

Ryutai-do: M/H. Mages skilled in the "way of the flowing body" focus their castings through the dramatic movements of a martial art. This "language" requires free movement, and at lower skill levels, loud shouts. Skill cannot be greater than that of a chosen Martial art (or at GM's discretion, Dancing or other activity).

Body Control and Mind Control spells can be cast at half speed *or* fatigue through this language. However, encumbrance subtracts from spell rolls, as does limited use of body (-2 for no use of legs or arms, no use if both are hampered. Minimal movement of hands, head etc. might allow casting at -6 or so.) Ryutai-do cannot be written: no scrolls or book learning! Ceremonial magic is also impossible.

Meta-DOS 2.X: M/VH. No one knows what the X stands for, but spells are cast through the mental "execution" of computer-like code with this language. Skill may not be higher than Computer Programming skill. Treat spell levels as 5 higher for purposes of determining movement/voice components necessary (but not for determining casting speed or cost.)

Meta-DOS allows the casting of Machine spells at +3 skill and at half fatigue; spells are also cast at half speed if they directly affect computers or electronic transmissions. The language can also be used to cast Electricity spells, other Technology spells, Knowledge spells, and Gate spells at +3; all other spells are cast at -3.

Decix: M/VH. These thaumas require keen mental visualization of certain mathematical concepts; language skill may never be higher than Mathematics skill. Spoken and written, Decix is totally incomprehensible to the unlearned, and is of no use in casting spells that directly affect living things, or spells of Enchantment or Meta-Magic. Most other spells can be cast normally.

But it is said that Decix makes certain astral travel and interplanar summoning spells frightfully powerful, and can even be used to invoke the power of *unspeakable entities from beyond the farthest voids* . . .

Tongue of the Damned One: The name says it all; for a classical feel, try Lingua Maleficium (sugg. by Basil Varian) or Vulgus Damnati (sugg. by Mario Roma).

The Tongue is an actual language -- for communication with horrific foul beings. When used to cast spells, daylight invokes a -6 skill penalty, dusk or dawn a -3, and night no penalty (but a moonless night grants a +3!). Necromancy spells or spells of pain, terror and harm receive an additional +3 and are cast at half fatigue.

The Tongue is versatile enough to cast any spell, but effects created through this obscene argot always turn corrupt, effectively negating "good" use. (The wandering warlock Thate once healed over the plague sores of a friar's dying daughter -- with tiny mouths that screamed blasphemies against the Savior . . .)

The Tongue eats away at the mind of the user, too, with critical failures adding a mental disadvantage. Certain Unholy nights add *extreme* power to Necromantic spells, but critical failure occurs on a a 15, shreds the caster's mind, and creates a localized apocalypse . . .

To really make this language nasty, let it be M/E! The dark side is the easy path . . .

Hârn magic system

By Michael Cule. Official and copyright of Steve Jackson Games

What follows is the adaptation of Hârn magic system for GURPS that originally appeared in ROLEPLAYER 26 in October 1991. It is reprinted here with permission of Steve Jackson Games. At the end I've added some more details of the Barbarian Tribes of Hârn as realised in GURPS and some second thoughts about adapting GURPS to Hârn and vice-versa some three and a half years later.

Introduction

The Mages of Hârn are organised (at least in the civilised lands) into the six convocations of the Shek-Pavar. Each of these groups has as its speciality one or more of the "colleges" of magic listed in the GURPS - MAGIC. A mage must choose which of convocation he joins on first generating the character. (In "reality" Hârníc Mages choose their college after complex astrological and psychological calculations but in a designed character system we can ignore this.) A mage (below the rank of Grey Sorcerer) will use the magic of his own convocation more easily than that of others.

The convocations are ordered on the so-called Wheel of the Shek-Pavar. (See Hârnmaster: Shek-Pavar 1 for the Wheel and a definition of the terms that follow.)

One uses spells at the following bonuses and penalties:

- Own Convocation: +2 to skill
- Secondary Convocation: +1 to skill
- Tertiary Convocation: -1 to skill
- Diametric Convocation: -2 to skill

(OPTIONAL RULE: Allow the same bonus/penalty to resisting spells.)

Spells and Colleges not assigned to one of the Convocations (Neutral spells) have neither bonus nor penalty. Improvised Magic is possible but the Convocation modifiers are ignored when calculating the Improvised Magic Score and when calculating prerequisites. The bonus/penalty only applies to actual casting.

Shek-Pavar convocations:

The Lyahvi

Air, Illusion and Creation and the spells of Light from the college of Light and Darkness (Light, Continual Light, Colours and Flash).

The Peleahn

The spells of Fire except for Cold. (Perhaps the smallest list but having some of the most useful attack spells.)

The Jmorvi

Making and Breaking and Enchantment.

The Fyvria

Earth, Plants, Animals, Healing and Necromancy.

The Odivshe

Water and the Darkness spells from the College of Light and Darkness (i.e. all those not given to the Lyahvi) and Cold.

The Savorya

Empathy and Communication and Mind Control.

Advancement in the Shek-Pvar

The career structure of the Shek-Pavar is quite complicated (see Hârnmaster: Shek-Pavar 2 to 3). Newly generated Mage characters are assumed to have completed their apprenticeships and to have set out to wander Hârn as Satia-Mavari. (A stage between journeyman and apprentice.) They may know any spell of their own convocation, any spells listed in the Basic Set and any spells needed as prerequisites as spells in their own convocation. Their knowledge about the spells of their Tertiary and Diametric convocations is likely to be sketchy.

In order to become a Journeyman (Shenava) a character must:

1. Have an improvised Magic score of 16+ in all the colleges of his convocation.
2. Bring three magic items of value to his Chantry.
3. Spend 2 character points to gain a +1 reputation among the Shek-Pvar.

In order to gain promotion to Viran (Master) a character must first impress a Viran with his skill in the Magic Arts. (This must be role-played and judged by the referee.) The Viran will then start a Petition of Excellence with his signature on it. Each further signature will increase the character's reputation by +1 (costing a further 2 character points each time.) Each time a signature is added the character should make a reaction roll. On an Excellent result he is promoted to Viran. (This represents Viran signing the petition on the recommendation of another Master sight unseen.) If he accumulates six signatures he is automatically made a Viran.

The ultimate rank in the Shek-Pavar is that of Grey Sorcerer. This is a Mage who has transcended the limits of the six convocations and is equally at home with all of them. He may develop new spells of any convocation and also new neutral spells. To become a Grey Sorcerer a Mage must:

1. Have an improvised magic score of at least 15 in all the colleges of each of the six convocations.
2. Have an improvised Magic score of 20+ in Meta-Magic.

When he becomes a Grey Sorcerer a Shek-Pavar loses all the bonuses and penalties applied to lesser spell-casters. He may create new spells of any convocation.

Improvised Magic and Rune-Magic

The Shek-Pavar may use improvised magic only within their own convocation until they become Grey Sorcerers. That is to say that any improvised or new spell must contain at least one of the Words (See GURPS-MAGIC p 77) used by their own convocation.

Rune-Magic, invented by the Khuzan, the Dwarves of Kethira, and is used today by them and the Ivinians. Neither the Ivinians nor the Khuzan practice the more formal sorcery of the Shek-Pavar which is derived from the practices of the Elves.

New Spells

Focus

COLLEGE OF ENCHANTMENT

This creates a device that gives a bonus to all spells cast through it. The Focus is personal to the creator and must be in a form appropriate to his convocation. It gives full bonus only to spells of his own convocation and half that (round down) for spells of a secondary convocation. Other spells are unaffected. A Critical Success in enchanting a focus creates an 'open focus' usable by any mage.

Cost: 500 for +1, 1000 for +2, 2000 for +3, 4000 for +4. No further improvement is possible. Energy may be added gradually as for weapons enchantment.

Sanctum

AREA, COLLEGE OF META-MAGIC

This creates an area permanently aspected to the casting of magic of the wizard's own convocation. Unlike the Focus it can be used by any wizard. Again there is a half bonus for Secondary Convocations. Grey Mages (it is said) can create areas with bonuses for all magic, and even raise the mana level. Who knows?

Prerequisite: Restore Mana.

Base Cost: 500/+1 cost doubles for each additional bonus.

Alchemists and Apothecaries

Alchemists use the standard Alchemy rules from GURPS-Magic (although the names of the potions should be altered to avoid the Roman references). Apothecary is a professional skill (Mental/Hard) which defaults to Botany -3. It covers the identification and preparation of all medically and magically useful plants known on Hârn, including but not limited to those listed in the Herblore article.

Willpower Clerical Magic System

House rule, Last Updated: 02/22/2001

Introduction

"Clerical magic" refers to magic cast with the aid of a deity, as opposed to "wizardly magic" cast through intellectual knowledge of magic. This system uses some of John Ross's [Unlimited Mana](#) magic rules.

Basic Principles

The guiding principles of this clerical magic system are:

- Clerics may be granted dispensation to cast clerical spells by the gods they serve.
- Clerics do not need any understanding of fundamental magical theory to be able to cast clerical spells. This "background knowledge" comes from divine inspiration. Clerics may, however, invest in genuine knowledge to learn spells like a wizard.
- Clerical magic is cast by invoking force of faith on the natural world through learnt rituals.
- Clerical spells have no spell prerequisites. More powerful spells are, however, still more difficult to learn than more basic ones.

Clerical spell lists are restricted by the cleric's god. A cleric may learn other wizardly spells through study, and may even cast them as a wizard would if his general magical knowledge is high enough, but the cleric's god will not grant aid in casting "foreign" spells and may even disapprove of the practice.

I. Learning Spells

Power Investiture

The Power Investiture advantage behaves basically as listed in *GURPS Compendium I*. Power Investiture is required to be able to cast clerical magic. It grants a +1 bonus per level to spell skills which are approved by the deity. This is cumulative with any Magical Aptitude bonus! Power Investiture does not give a bonus to any skills other than deity-approved clerical spells.

Theology

This skill is required for any true cleric. A character's *effective* skill level (i.e. after modifiers) in a clerical spell can never be higher than his level in Theology, though the base skill level may be higher. Thus anyone who wants to be a competent clerical spellcaster needs to know the tenets of his religion well.

Note: Theology skill does not receive any bonus from Power Investiture. The cleric must learn the details of his religion through hard work.

Spell Prerequisites

Any spell can be learnt by any cleric, regardless of prerequisites listed in standard GURPS books. However, to avoid cleric characters learning only the most powerful spells, each "skipped" prerequisite exacts a cost of 1 on the final skill level of a spell. A deity *may* grant special dispensation where a standard prerequisite spell is not amongst the spells that deity normally grants.

II. Casting Spells

Casting spells does not (usually) cost the cleric fatigue points. Rather, the cost of a spell is added to a running *Tally*. When this Tally reaches or passes a certain *Threshold* value, the nature of reality in the universe can be disrupted, usually in negative ways, and sometimes disastrously. The further above the Threshold the Tally rises, the worse the effects. Generally though, the spell will still work if the spell skill roll is made. Disasters are side effects of using too much magic in too short a time.

Casting a spell always requires a Will roll; the *Clerical Will* roll. Clerical Will is normal Will plus any Power Investiture bonus. The game procedure for casting a spell is as follows:

1. Declare the spell to be attempted.
2. Declare level of gesture and incantation to be used (see below).
3. Declare any extra willpower to reduce spell cost (see below).
4. Declare any special effort to reduce spell cost (see below).
5. Make Clerical Will roll, using bonuses/penalties determined in steps 2 and 3.
6. If Clerical Will roll succeeds, make spell skill roll to determine success of casting, applying bonuses/penalties determined in steps 2 and 4. If the Clerical Will roll fails, the spell cannot be cast on this attempt, but the cost of the spell is not added to the Tally. If the Clerical Will roll is a critical success, the spellcaster may take either a +3 bonus to the spell skill roll, or reduce the final cost of the spell by 1. If the Clerical Will roll is a critical failure, the spell cannot be cast on this attempt, and the spell's cost is added to the Tally!
7. If the spell skill roll succeeds, the spell works as intended, and its cost is added to the Tally. If the roll fails, the spell fails, and 1 point is added to the Tally regardless of the spell's cost. If the roll is a critical success, the spell works particularly well, but its cost is still added to the Tally. On a critical failure, the spell backfires, and its cost is added to the Tally.

In normal cases, steps 2, 3, and 4 can be skipped and the defaults assumed, which result in no modifiers to the rolls.

III. Modifying the casting process (optional)

Gestures and Incantations

Normally casting a spell requires speaking words of power and making physical gestures. This requirement does not reduce automatically with higher skill levels. A spellcaster may however use sheer willpower to attempt magic with reduced ritual components. Refer to the following table:

Gesture	Incantation	Effect
Extravagant. Full arm and leg movement.	Loud and clear.	+1 bonus.
Normal. Full arm movement.	Normal speaking voice.	No bonus/penalty.
Subdued. Wrist/hand movement.	Soft speaking voice.	-1 penalty.
Tiny. A finger or two.	A whispered word or two.	-2 penalty.
No movement.	No sound.	-3 penalty.

Note: The gesture and incantation levels may be chosen independently. Add together the modifiers and apply them to the Clerical Will roll. If the Clerical Will roll succeeds, also apply the same modifiers to the spell skill roll.

Cost Reduction by Exerting Faith

The cleric can exert his own faith more forcefully in an attempt not to upset the delicate balance of magic and nature as much. He may expend Fatigue (and/or hit points in an emergency) in units of 3 to attempt to reduce the spell cost by 1 point for each 3 Fatigue/hit points spent.

Normally a cleric will be assumed not to be expending Fatigue. If the player declares a Fatigue expenditure, the Fatigue is immediately spent. This gives a penalty to the Clerical Will roll equal to a third of the Fatigue points spent, rounded up. However, if the Will roll is made, the spell cost is reduced by 1 for each three full Fatigue points expended.

Cost Reduction by Special Effort

The cleric can make a special effort not to upset the delicate balance of magic and nature by attempting to fit the spell into the local mana flow. The cost of a spell added to the Tally can be reduced by 1 point for every -3 penalty the caster takes to his effective spell skill, representing the difficulty of conforming the spell to the mana flow. This does not affect the Clerical Will roll.

Spell Ranges

Instead of a spell skill penalty of -1 per hex for Regular spells, the penalty is determined from the Speed/Range Table. Add 2 to the range in hexes, so that touching counts as a "range" of 2 and has a zero penalty.

Example of Clerical Spellcasting

Brother Bob has been called upon to heal an injured farmer. He knows the Minor Healing spell (a spell approved by his god) at level 16. His Will is 12, his Theology skill 14, and he has Power Investiture 1. He decides to impress the bystanders by gesturing enthusiastically (+1 bonus) and chanting loudly (+1 bonus). He does not want to overload the local mana flow so chooses to take a little special care to manipulate it less than normal (-1 penalty). He lays his hands on the injured farmer (0 range penalty). He makes his Clerical Will roll at $12 + 1$ (Power Investiture) $+ 1$ (gesturing) $+ 1$ (chanting) = 15. He rolls a 4, making a critical success! The spell roll is now $16 + 1$ (gesturing) $+ 1$ (chanting) $- 3$ (extra effort) = 15. However, his Theology skill is only 14, so he rolls against 14. The roll is a 14, and the spell succeeds, healing the farmer 2 hit points. Normally this would cost 2 points added to the Tally, but the extra effort reduces this by 1, and the critical success on the Clerical Will roll reduces it by another 1 to 0! Bob nearly didn't make the spell roll, though, and should try to increase his Theology skill a bit for next time.

SPELL MATERIALS

Spell Ingredients

Optional rule by S. John Ross, © 1997

With this option in play, Ingredients (eye of newt, that kind of thing) provide Power, which is spent just like ordinary power that the mage provides. An ingredient is purchased by Sphere and Power. "Sphere" means either a single spell or a whole college. If you have 10 power (10p) worth of Flesh to Stone ingredient, it may only be used for Flesh to Stone, and no other spell. If you have 10 power for Earth College, it can be used for any spell in the Earth College. All ingredients weigh 1 pound for every 100 power. One point of single-spell power costs **\$10**; one point of Whole College power costs **\$50**.

Ingredients must be readied before use. If you keep fewer than **(IQ-5)** types of ingredient in separate pouches, this is a simple **Step and Ready** maneuver. If you have more than **(IQ-5)** types of ingredient, or keep any number jumbled together in one big pouch, it takes **1d** turns to find and ready an ingredient. **Fast-Draw (Spell Ingredients)** will make a standard draw instantaneous, or reduce the **1d** roll to **1d-1**. **Eidetic Memory** (either level) doubles the allowable ingredients for normal draw.

The precise nature of the ingredients (or "**reagents**") is up to you. You can have black acorns, otter's noses, ocelot's spleens, wolf nipple chips (get 'em while they're hot; they're lovely), and so on. The player **MUST** define what each ingredient he is carrying is. Note, however, that the more powerful the spell, the less likely that an herbmonger / magic shop / merchant / etc. will have it handy in quantity.

Spell Components

Copyright 1999 Scott Geyer

Wizards, sorcerers and wise magi have known for countless centuries the power of certain naturally occurring materials. These materials, when used appropriately can increase the effectiveness of certain spells. Some of the components are spell specific, others can be used for whole categories of magic. Recognizing a component or knowing its use requires a Spellcraft roll.

Effectiveness

The effectiveness of the component depends on its quality. (i.e. a fresh caught Fire Newt will work better than one that is rotten and about to fall apart. That is the difference between a high quality component and a low quality component. The default is the listed value. High quality components give twice the listed effect and cost two to three times as much. Low quality components give half the listed effect and cost as much as one half the listed price. Material components are used only with spell magic. They do not effect rune or natural magic.

Price

Price is also adjusted for rarity and demand. If the component is native to one planet it will cost from one and a half to three times that in The City and two to five times that on a different planet.

Sample components & effects

There are thousands of material components used by magi, these are but a sampling of those.

- **Bat Wings:** Bats are found in many climates. The small dried wings give an advantage to those using fly spells. Two wings make the Flight and Fast Flight last twice as long. Cost for two wings: \$50.
- **Black Moss:** This moss is only found in the dark forests of Erion. Ten grams of the substance will increase the skill roll of any manipulative Earth spell by d3 points. Cost for 10 grams: \$35.
- **Chameleon Skin:** The leathery skins of these stealthy lizards can be acquired on any planet. The well preserved skin will give a bonus to any spell involved with hiding an individual or group regardless of spell. A bonus of +2 to skill and + 2 mana is granted. Cost per skin: \$30.
- **Dansi River Weed:** This rare weed native to the banks of the Dansi River has hallucinogenic powers. One gram of the ground weed will increase the skill roll of Illusion spells by 1. Cost per ounce: \$20.
Devil's Mushroom: When dried and ground, this fiery red mushroom is a potent component. Native to Salbar, one gram of powdered Devil's Mushroom will increase the damage of fire spells by one die. Cost per gram: \$15.
- **Eagle Feather:** The wing feathers of an Eagle can enhance flight spells. Eagles are found on all the planets. One feather will give +1 mana to any flight spells. Cost per feather: \$10.
- **Essence of Insanity:** The essence is the fluid from the brain cavity of a Weird Walker. Weird Walkers are Native only to Arcadia. The Essence of Insanity is used as a component of the Madness spell. One ounce of the fluid adds a 1d bonus to the skill roll and 1d points of mana for the spell. Cost per ounce: \$300.

- **Eye of Newt:** The dried eye of a small amphibious creature found on all planets. The Eye of Newt gives the caster of divination spells a +1 bonus to skill. Cost per eye: \$20.
- **Fire Newt:** An amphibious creature native to the mountains of Asarda. Each Newt can provide two points of mana to any fire spell. Cost per Newt: \$20.
- **Flame Stone:** These "stones" are found inside of a dragon's fire-bladder. They are a hard accumulation of sulfur, ash and other minerals. An adult dragon will have 1d fire stones. Each stone has 1dx5 mana that can be used with the Fire Breath spell. Cost per stone: \$10 per point of mana.
- **Garlic:** This herb grows wild and cultivated on all the planets. The wild garlic is more potent. Three cloves of garlic will add 1 point of mana to any healing spell. Cost for three cloves of garlic: \$1.
- **Glitter Ice:** These crystals lie in deep caverns below the mountains of Salbar. Five grams of Glitter Ice will give the caster 1d mana to spells involving light. Cost per five grams: \$200.
- **Hawks Talon:** Whole talons from a Hawk help in spells involving hunting or vision. Hawks are found on all the planets. One talon will give +1 skill and +1 mana. Cost per talon: \$40.
- **Heart of Rose:** The innermost petals of the Rose bloom. Native to Earth. One gram of Heart of Rose will increase the skill roll of any nature or sent based spells by 2. Cost per gram: \$25.
- **Lions Mane:** The clippings from a live lion, and the lion must still be living at the time of the spell, will increase the potency of spells of courage, bravery and fear. Lions are native to Earth. Two grams of clippings will increase the skill roll by 1d. Cost for two grams of clippings: \$100.
- **Mandrake Root:** This small black tuber is native to Erion, Earth and Pentaris. It is found in the woods in areas with lots of shade. The root has the power to enhance the senses. A whole root will grant a skill bonus of 2 when casting ESP. Cost per root: \$40.
- **Moonglow Wyrms:** These small caterpillars have the unusual ability to glow under the light of the moon. They are found only on Erion. One dried Moonglow Wurm will amplify the effect of a Light, Continual light or Flash spell, doubling the effective radius at no additional cost. Cost per dried Wurm: \$100.
- **Nightshade:** These are poisonous berries found on Earth. Ten mashed berries can produce 1d mana for necromancy spells. Cost per 10 berries: \$30.
- **Raven's Tongue:** This dark bird is found on all worlds. Each tongue will give the magi three points of mana towards a sound spell. Cost per tongue: \$25.

- **River Stone:** Certain stones found in rivers have the Essence of Water contained within them. They can be found by using various detection or sensory spells. The rocks are found in all rivers, but are rare. One river stone will contain 1dx10 mana to be used only with water spells. Cost per river stone: \$10. per point of mana.
- **Scale of Dragon:** The finely ground scale of a dragon can assist in binding spells. Dragons can be found on any world. 1 kilogram of ground scale will add a skill bonus of 2 and give the caster 2d mana. Cost per kilogram: \$500.
- **Skyfish Bladder:** The Skyfish of Salbar have a small airbladder that has magical properties. One bladder will confer a bonus of +1 mana to any air spell. Cost per bladder: \$15.
- **Spiders Silk:** Skillfully gathered from the webs of spiders, Spiders Silk can affect spells that involve entrapment. On gram of the silk will give the caster +1 mana. Coat per gram: \$25.
- **Spirit Bones:** Some well-preserved corpses sill have remnants of the former life that inhabited it. One or more bones may contain enough spirit in them to provide mana for Necromantic spells. A well-preserved body will have a 25% chance that it has Spirit Bones. A Spirit Bone will have 2d mana to use for Necromantic spells only. Cost for Sprit Bones: \$500.
- **Sprite Dust:** This dust is the pollen of the Yi plant native to Arcadia. The dust has the power to enhance spells involving charm, sleep or stun. Much used by the Faerie races, Sprite Dust gives a bonus of 1d skill and 1 mana.

Mana Drugs

Copyright 1999 Scott Geyer

Mana drugs are magical substances that, if taken into the body, will give the magi more mana to draw upon. They are different from powerstones in that the mana increase lasts for only a limited amount of time and once the mana is used it cannot be recharged. The drugs cost less than powerstones, but are quickly used. A draw back to mana drugs is that some are addicting. Mages addicted to mana drugs may take the addiction disadvantage.

Sample drugs

Dragons Blood

Dragons are magical creatures, when one drinks of their blood they will gain some of their incredible power. Drinking one pint of their blood will give the mage one tenth of the dragon's age in years of mana points. The mana lasts 2d days or until it is gone. One quart per two hexes of dragon can be reclaimed from a dead beast. Dragon's Blood is not addictive. The cost per dose depends on the age of the dragon: Young, 50; Adolescent, 200; Young adult, 500; Adult, 750; Old adult, 2,000; Ancient, 5,000.

Dragon Blood isn't always available and the older the Dragon the less likely that it will be killed. To determine if the blood is in an alchemist's stock roll under 11 for young, 9 for adolescent, 7 for young adult, 6 for adult, 5 for old adult and 4 for ancient. Dragons Blood varies in cost depending on the age of the dragon it was taken from. Adventurers that kill a dragon and have the right equipment to drain its blood will find that a quart of blood per hundred pounds can be recovered.

Lithlanar

Lithlanar is a drug made from a plant of the same name. It was first discovered by Elven Magi. The fine dark blue dust that must be inhaled for the full affect, or swallowed for half the affect. One dose of the drug gives the user 4d mana. In addition to the mana gain, the drug also calms the user. A dose lasts until the mana is used or for 1 hour. One dose weighs an ounce and costs 250 silver. Lithlanar is highly addictive and legal. A Lithlanar addiction is a 20-point disadvantage.

Spirit Water

This mana drug is water that has had the spirit of a water elemental living in it. Drinking this crystal-clear water gives 2d water aspected mana. The effect lasts until the mana is used or for 3 hours. During the three hours that the dose is in the body, the mage gets a +2 bonus on his base skill with water spells and a -1 on his base skill with fire spells. Each dose is one pint. Spirit water costs 30 silver a dose. Spirit water is non-addictive.

Star Dust

Star Dust is a stimulating mana drug. It is made from a plant called Vermica and comes in the form of fine crystals. The crystals must be mixed in water and swallowed for the drug to have any affect. It gives the mage 3d mana. The effects last for 2 hours or until the mana is used up. While the drug is in the body the user also gets a +2 bonus to base skill with illusion spells. Each dose weighs one ounce and costs 100 silver. While under the effects of Star Dust it will make the user think that he is smarter, but in fact is temporarily at IQ-1. This drug costs 50 silver and is highly addictive. A Star Dust addiction is a 15 point disadvantage.

SPELL CREATION

Spell Research

By Sean M. Punch, Copyright © 1997

Spell research is just a special form of invention; as such, it is handled using a variant of the *New Inventions* rules on pp. B186-187.

Step 0 -- Initial Concept

First, the mage's player describes the desired spell in much the same way as a standard **GURPS** spell, selecting a college and class (Regular, Area, Missile, et cetera), giving a qualitative description of the spell's capabilities and suggesting the duration, cost, time to cast and prerequisites he feels are reasonable. Note that at this stage, the *mage* has not yet thought of the spell -- the *player* is simply suggesting a spell he would like his character to dream up!

The GM then takes this description and secretly decides if the spell is even possible in his campaign world. He should be generous if the proposed spell description is reasonable, detailed and well-thought-out, but he should feel free to be draconian if the spell description looks the least bit dodgy. Generally speaking, spells which reproduce the effects of existing spells, but with greater efficiency, are dodgy in the extreme unless there is a trade-off; e.g., the spell is much harder to learn.

If the spell is possible, the GM should make any changes he deems necessary to the player's description, altering the effects, duration, cost, time to cast, prerequisites and possibly even the college. He should also set the difficulty of the spell (Hard or Very Hard) and determine any other details that may be needed. For instance:

- Would the spell make sense as an alternate prerequisite for any *existing* spells?
- Should the spell count as being in multiple colleges? If so, *which* colleges?
- Should any of the usual rules be suspended or altered for this spell (e.g., no fatigue reduction for high skill, does not count as a spell "on," et cetera)?

Note that *none* of this information is revealed to the player at this stage -- including whether the spell is even possible or not!

Step 1 -- Conception Roll

The next step is to make a *conception roll* to see whether the *mage* can formulate the concept put forth by the player (if the spell is possible) or realise that the concept is impractical (if not). No special materials are required beyond something to write or type on. Coffee helps. One conception roll is allowed per day. The

conception roll is a test of the mage's knowledge of magical *theory*. It is made against Thaumatology skill at -15 (or spell craft skill at -10, see below), and is rolled in secret by the GM. The *only* modifiers to this roll are:

- Mage has acted as an [assistant](#) on a previous, successful attempt to research the same spell: +2*
- Mage has seen the spell cast: +2*
- Mage knows the spell exists on his world: +1*
- Mage has the Versatile advantage (p. CI31): +1
- Mage has the Hidebound disadvantage (p. CI91): -2

* Use only the highest modifier.

Note: The conception roll *cannot* be influenced by Luck (any type) or magic, including the Bless, Wish and Wisdom spells.

Results

On a critical failure, the mage *thinks* he has a brilliant concept that will work, but it's actually dangerously flawed and doomed to failure... The GM should make up a spell description that seems reasonable, but no matter what the mage does next, it will never work.

On a regular failure, the mage learns nothing -- he's suffering from wizard's block. He may try again daily until he succeeds or critically fails.

On any success, the mage learns what the GM has decided about the spell: Whether or not it's possible, what its prerequisites are, what its actual college, effects and statistics will be and any other pertinent information..

A critical success has no special effect.

If the spell is possible, and if the mage can meet all its prerequisites, he may now proceed to [Step 2](#). If the spell is possible but the mage is missing some of the prerequisites, he must do whatever it takes to meet the prerequisites before he can proceed to [Step 2](#). If the spell is impossible, the mage will realize this and must either give up or try to come up with a version that *is* possible (requiring a new conception roll).

Nonexistent Prerequisites: The GM is perfectly within his rights to name non-existent spells as prerequisites. If this is the case, he should tell the player that the proposed spell is impossible, but suggest a course of research that may lead to one of the prerequisites. Note that this will require its own conception roll!

It should be apparent that conception rolls require extraordinarily high levels of Thaumatology skill to succeed... and Thaumatology is a M/VH skill! This explains why the archetypal fantasy wizard spends so much of his time doing spell research: He spends most of that time studying magical texts in order to improve his Thaumatology skill.

Step 2 -- Working Model Roll

Once the mage has a workable concept (or *thinks* he does, in the case of a critical failure on the concept roll), he must attempt to craft a working version of the spell. This is where the traditional trial-and-error casting, hunting around in old tomes, summoning "advisors" from another dimension et cetera, comes in. One *working model roll* is allowed per week.

The working model roll is a test of the mage's ability at magical *practice*. Like the conception roll, it is made in secret by the GM. The skill used depends on the nature of the spell being researched:

- If the spell being researched is really just a minor variant of an existing spell *and* if the GM has decided that the spell being varied is a prerequisite of the spell being researched, then this roll is made against the mage's skill level with that spell, at -15.
- For any other spell, the roll is made against the mage's *college skill* in whatever college the spell is part of, also at -15. If the spell qualifies for two or more colleges, the mage may use his best college skill. College skill is discussed on pp. M85-86. Note that regardless of *how* skilled a mage is otherwise, college skill is limited to (IQ+Magery) or 20, whichever is *lower*. This means that the base roll can never exceed 5 (before [modifiers](#))! In either case, the roll *cannot* be influenced by Luck or magic.

Unlike the conception roll, there are two "research conditions" modifiers that apply to the working model roll. One for the quality of the research library available to the mage, the other for his assistants:

Library

Spell research requires a decent library or equivalent research facilities (a database may meet this requirement at TL7+). Certain legendary writings may give a blanket bonus to *all* working model rolls; this is cumulative with the modifiers below. On the other hand, if magic is a secret trait in the campaign (e.g., only a handful of people ever, in the history of the planet, have been mages), it's quite unlikely that anything better than a "one-shelf collection on the subject" will be available.

Quality of Library . . .

- None: -5
- Single, related text: -4*
- One-shelf collection on the subject: -2*
- Typical magic college library (small room): 0
- Typical archmage's or big-city magic library (large room): +1
- Huge, mages' guild-sized library (building): +2

* Note that if the only research materials available are the notes of a mage who previously made a successful conception roll to research the same spell, then this penalty is reduced to 0.

Assistants

Expert (skill 16+) assistants are a great boon to a magical researcher, as they can handle minor tasks, greatly reduce the workload when hunting through magical texts and meaningfully participate in brainstorming sessions. Note, however, that the mage leading the research and his assistants may *not* switch roles during spell research -- even if the assistant has a higher skill level than his master!

- Per assistant with skill 16+ in the skill the working model roll is being made against: +1, maximum +4
- Mage leading the research has acted as an assistant on a previous, successful attempt to research the same spell: +2

Results

If the mage is working with a flawed theory (critical failure on the conception roll), a critical success will reveal that the theory is flawed. Both success and failure are treated as failure (so the mage will likely continue research, blind to his error). Any critical failure results in a terrible magical accident -- roll 2d times on the *Critical Spell Failure Table*, or just make something up! If the theory is otherwise good, then interpret the working model roll as follows:

On a critical success, the mage successfully crafts a working spell and has discovered a new principle or useful shortcut. He automatically gets 1 point in the spell for free, and the GM should assess an additional benefit: An attack spell may do a maximum of 4d damage instead of the usual 3d, a defense spell may offer 6 levels of protection instead of the usual 5, et cetera -- or perhaps the mage simply gains a free +1 Reputation among mages in his culture. The mage should name the spell after himself in a suitably impressive fashion!

On a success, the mage has come up with a spell that works exactly as the conception roll suggested. He may spend 1 point to learn the spell. Note that in the case of a success or critical success, the mage's assistants may also choose to spend 1 point and learn the spell as well, *if* the mage leading the research wishes to allow this. He can also elect to keep the spell a secret -- in which case his assistants may elect to research the spell themselves, at +2 on all research rolls!

On a failure, a working spell has eluded the researcher. He may roll again at the end of one week.

On a critical failure, there is a magical disaster -- roll 1d times on the *Critical Spell Failure Table*, or make something up that's equally cruel. All the research notes and much of the mage's library are destroyed as well; research must be resumed from scratch!

New research skill

Spell Craft (Mental/Very Hard) Defaults to Thaumatology-4

This difficult skill allows a mage to alter spells and create new spells. It is the practical application of the theory-based skill Thaumatology.